Minute to Win it

By the end of day 1:

1. Go to <http://www.nbc.com/minute-to-win-it/how-to/> in your groups. Find a game which requires supplies we have in the classroom or easy-to-find items in a home.

2. Tell me which game you have selected.

3. Make a supply list and figure out who is bringing in the supplies tomorrow. (We may not play tomorrow but we need the supplies tomorrow.)

4. Write up your demonstration plan. That is, explain how you are going to show everyone how to play the game. Will you personally demonstrate it? Will you show a youtube clip? Include any links in your plan.

5. Show me your plan.

Day 2:

1. Practice your game for 5 minutes-10 minutes.

2. Show your presentation to the class. THIS MUST BE A PROFESSIONAL DEMONSTRATION AND BE TAKEN SERIOUSLY. (5 pts)

3. Create a sheet for your station that has the following headings. (You may want to create a word doc or excel sheet so they can just type it.

Name: Success on \_\_\_\_\_ try with \_\_\_\_\_\_ time Fail on \_\_\_\_\_ tries

Day 3:

Set up games and rotate through stations recording data for group.

**By the end of Day 4:**

Analyze data in your group. Each group member must be active. Split these up. You will all get the grade for them so you may want to have people work in pairs to double check work. (10 points)

A. Find the **percentage** of people who were successful on the first try.

Find the **percentage** of people who were successful at the game.

B. Find the **average** time of success on first try.

Find the **average** time of success for the game.

C. Create a bar graph showing the number of people who were successful and the number of people who failed. Remember a bar graph must have equal scales, labeled axes, and a title.

D. Type up a paragraph WITH AT LEAST 5 sentences that answers the following questions. Include a summary of your game, why you chose the game, and what was the most challenging part for the players.

E. Type up a paragraph WITH AT LEAST 5 sentences that answers the following questions.

How well did people do with your game? (Back it up with numbers from A and B.) On the show, the games get harder as the show progresses. How would you rank your game-easy, medium, hard? If it was too easy, how could you make the game harder? If it was too hard, how would you make it easier? If it was medium, describe how you could make it harder?

Total points for project 15 points

DUE BY END OF THURSDAY!!!!!!!!